

# VR Art in Museums and Galleries

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<http://www.aec.at>

- **Festival Ars Electronica**

(since 1979) Festival for Art, Technology and Society

- **Prix Ars Electronica**  
(since 1987)

- **Ars Electronica Center Linz - Museum of the Future**

(opened in Sept. 2nd 1996)

- **Ars Electronica FutureLab**

Think Tank, Laboratory for Art und Media

# The CAVE at the Ars Electronica Center



# The CAVE at the Ars Electronica Center





# The main application fields at the Ars Electronica Center



Art



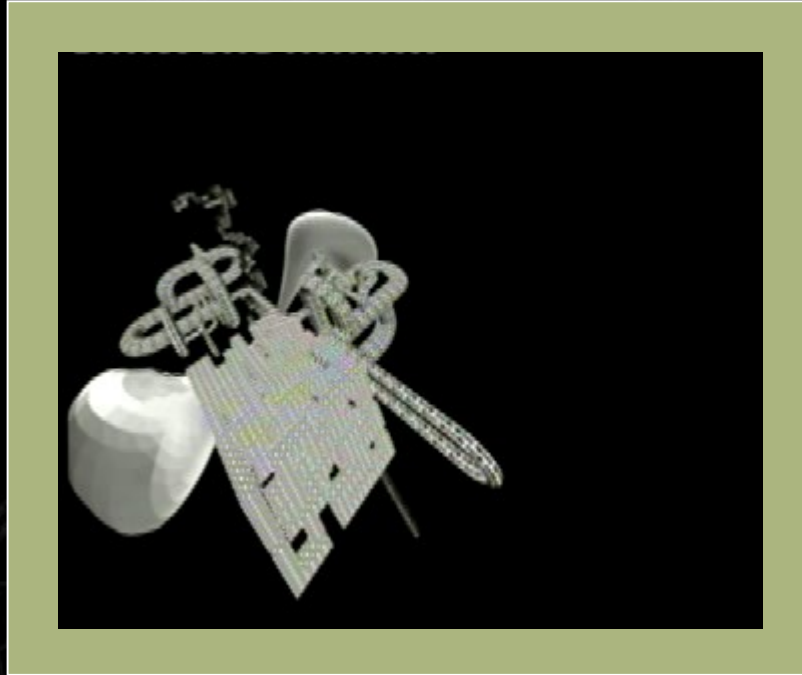
Research  
and  
Technology  
Architecture  
and city  
planning

# VR-Art in the CAVE



**Maurice  
Benayoun,  
Jean-  
Baptiste  
Barriere**  
“September 1998  
Skin”

# VR-Art in the CAVE



Peter  
Kogler,  
Franz  
Pomassl  
“Cave”  
September 1999

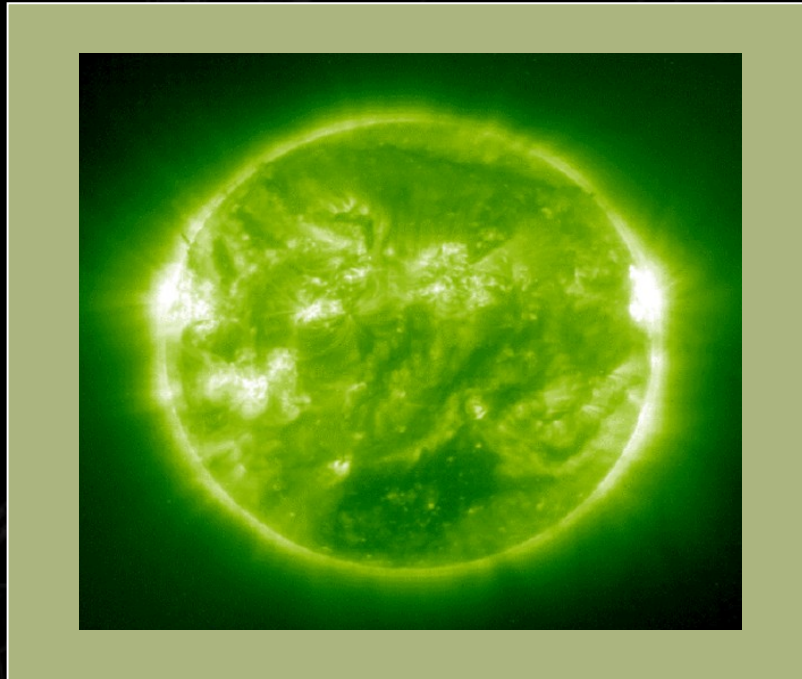
# VR-Art in the CAVE



Catherine  
Ikam,  
Louis Fleri  
“Face á  
Face”  
September 2000



# VR-Art in the CAVE



**Dan Sandin**

**Electronic Visualization  
Laboratory**

**“Alive on the Grid”**

**September 2001**

# VR Art in Museums and Galleries

Experience

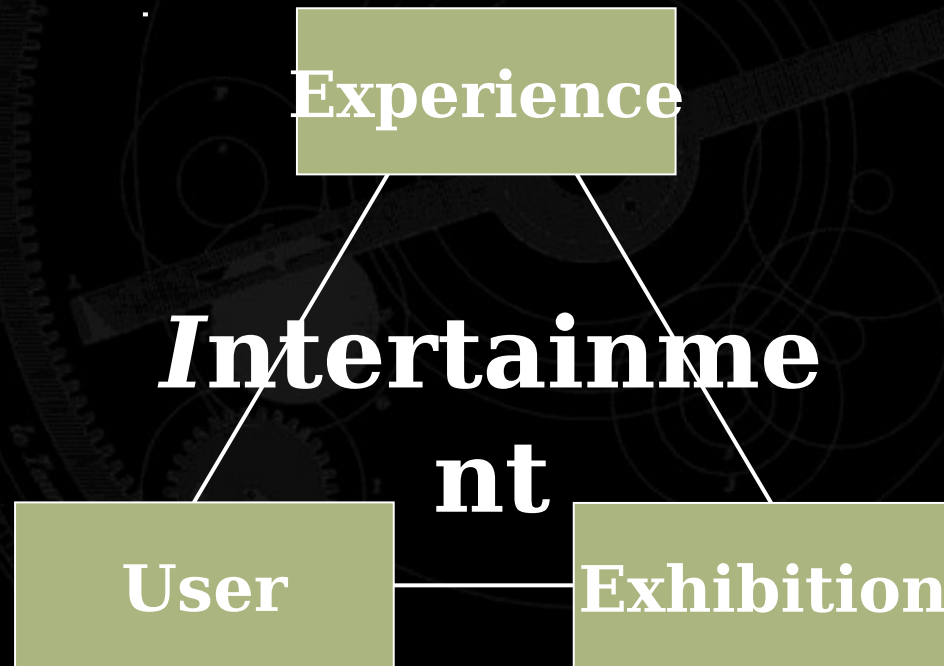
User

Exhibition

# VR Art in Museums and Galleries



# Interactives for Exhibitions





# ***Virtual Environments in Entertainment***

- **artistic know-how**
- **VR beyond the object**
- **availability of technologies**

